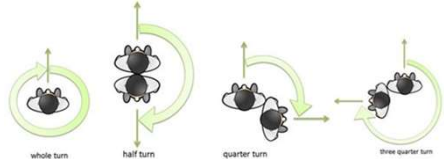


TURNS

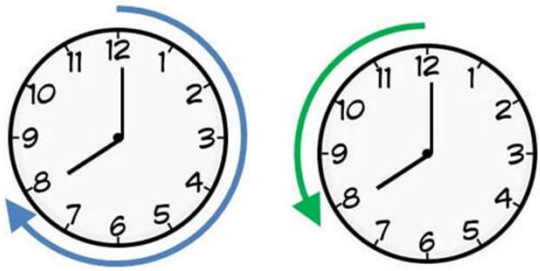


whole turn half turn quarter turn three-quarter turn

L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

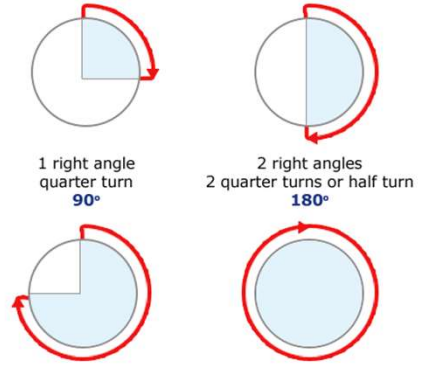
L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

Clockwise and Anti-Clockwise



Clockwise **Anti-Clockwise**

L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

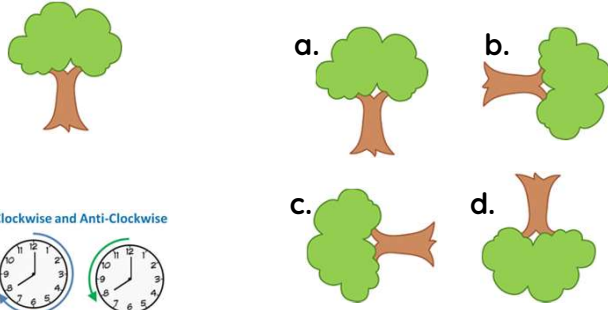


1 right angle 2 right angles
quarter turn 2 quarter turns or half turn
90° **180°**

3 right angles 4 right angles
3 quarter turns 4 quarter turns or full turn
270° **360°**


L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

Turn 90° anticlockwise



a. b.

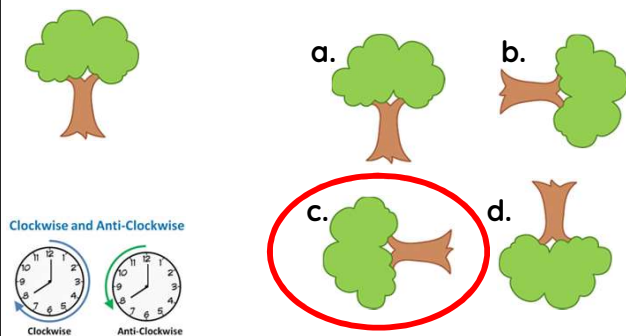
c. d.



Clockwise **Anti-Clockwise**

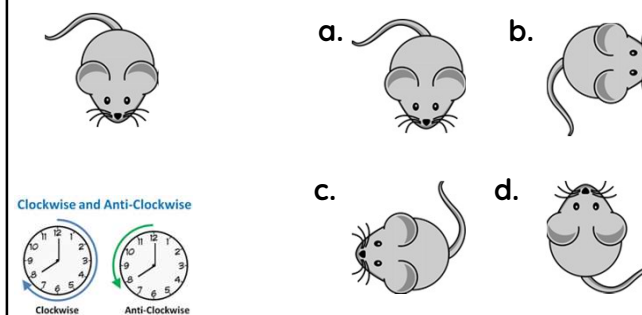
L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

Turn 90° anticlockwise



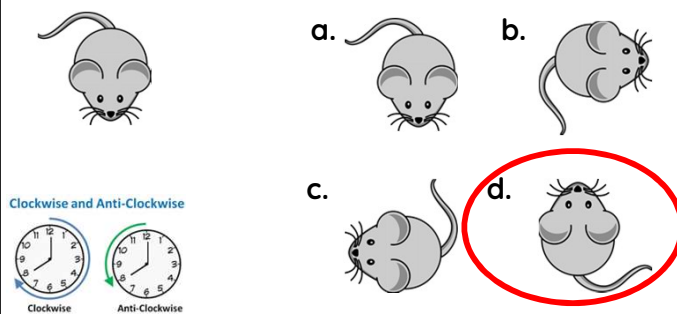
L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

Turn 180° clockwise



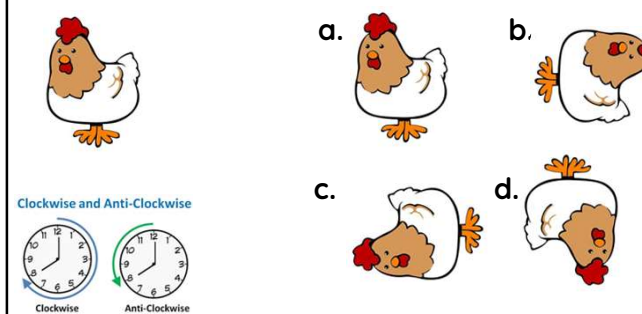
L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

Turn 180° clockwise




L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn



Turn 270° anticlockwise





L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn


Turn 270° anticlockwise



a.  b. 


c.  d. 



Clockwise and Anti-Clockwise





L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn


Turn 90° clockwise



a.  b. 


c.  d. 



Clockwise and Anti-Clockwise





L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn


Turn 90° clockwise



a.  b. 


c.  d. 



Clockwise and Anti-Clockwise





L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn


Turn 360° clockwise



a.  b. 

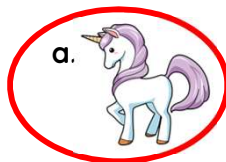
c.  d. 

Clockwise and Anti-Clockwise



L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

Turn 360° clockwise

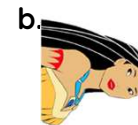


Clockwise and Anti-Clockwise



L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

Turn 180° anticlockwise

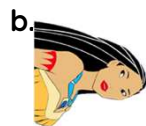


Clockwise and Anti-Clockwise



L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

Turn 180° anticlockwise

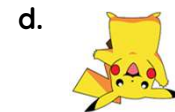
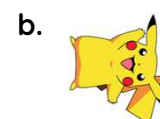


Clockwise and Anti-Clockwise



L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

Turn 270° clockwise



Clockwise and Anti-Clockwise



L.O. To recognise and make a quarter-turn, half-turn, three-quarter-turn and a whole-turn

Turn 270° clockwise

a. b.

c. d.

Clockwise and Anti-Clockwise

Clockwise Anti-Clockwise